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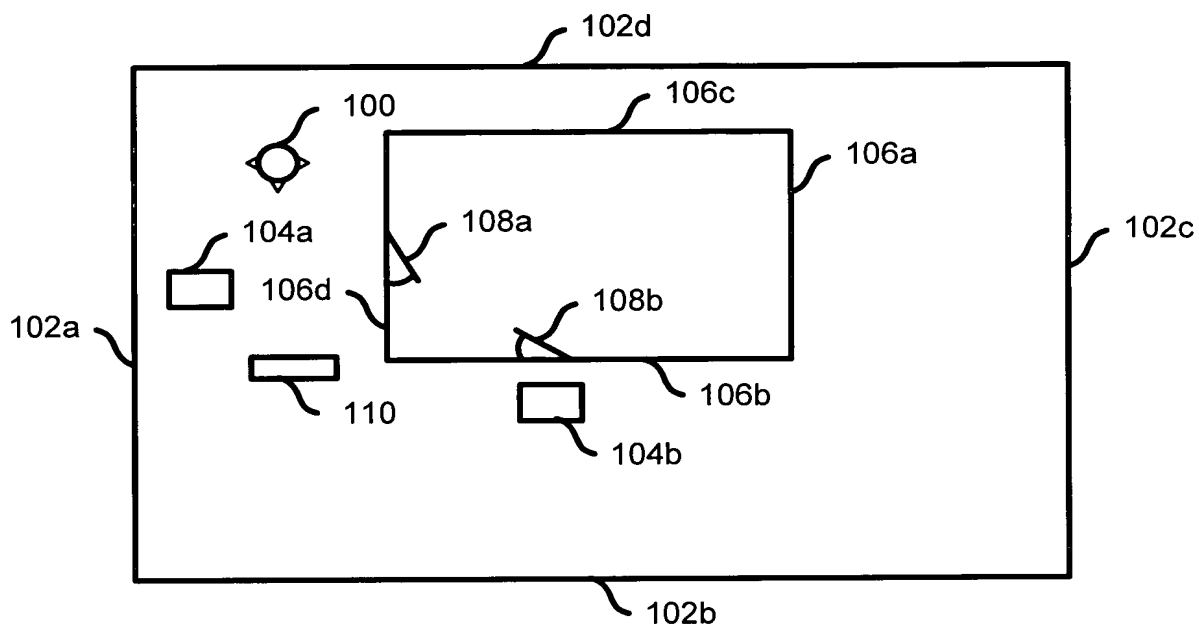


FIG. 1

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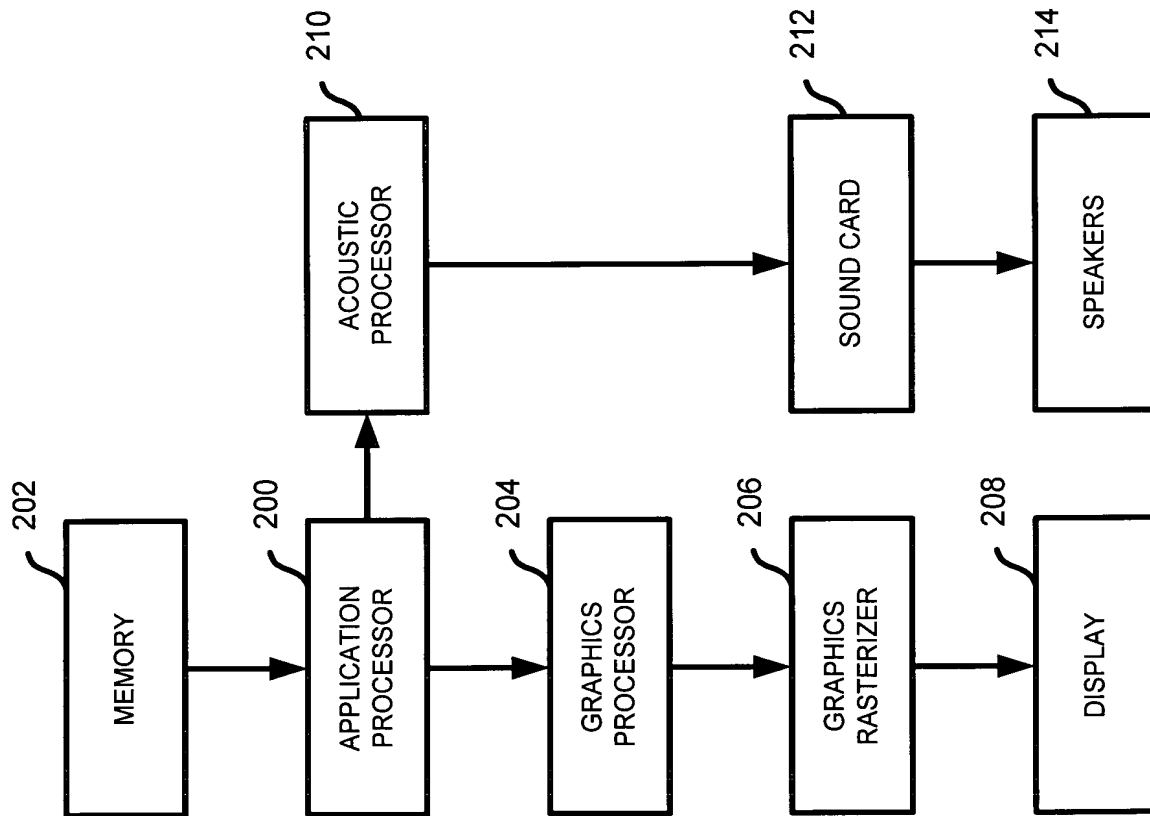


FIG. 2

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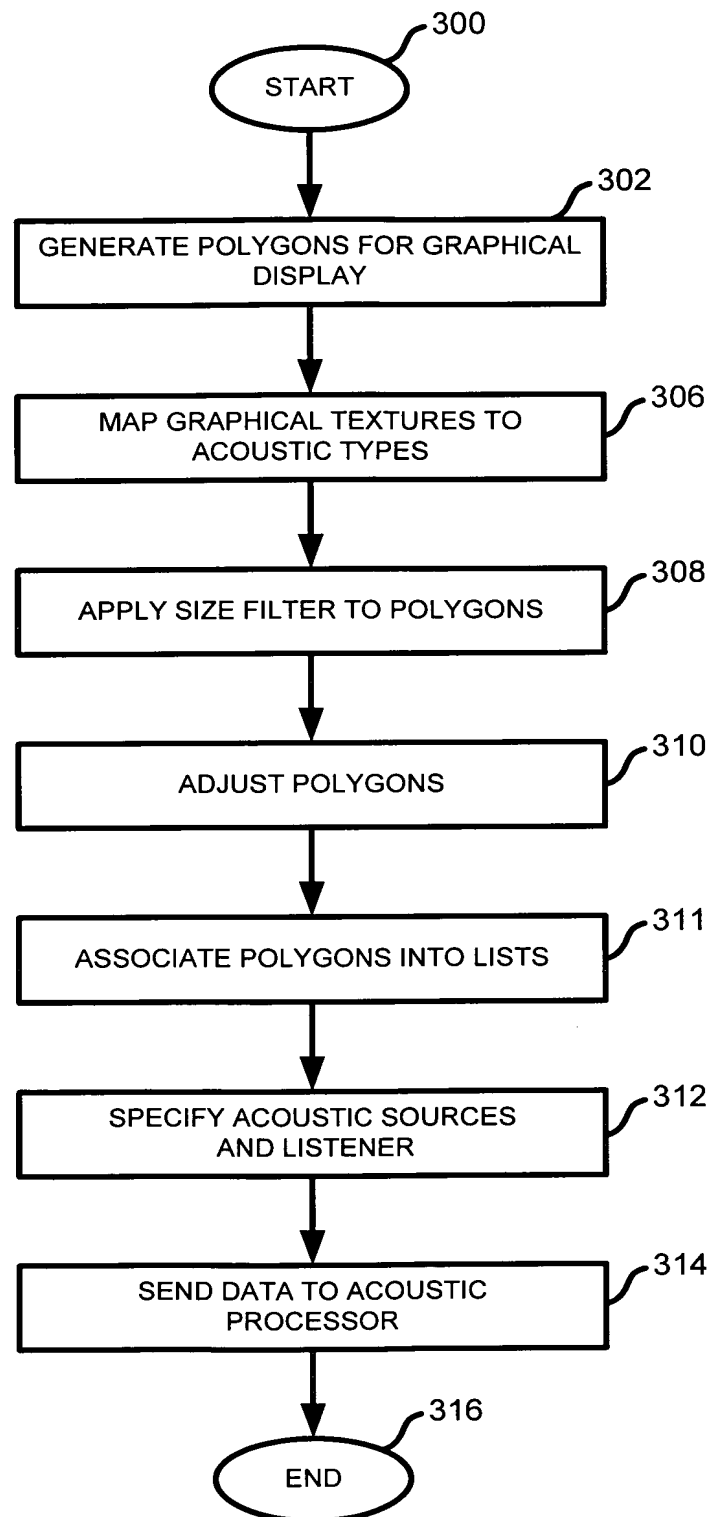


FIG. 3

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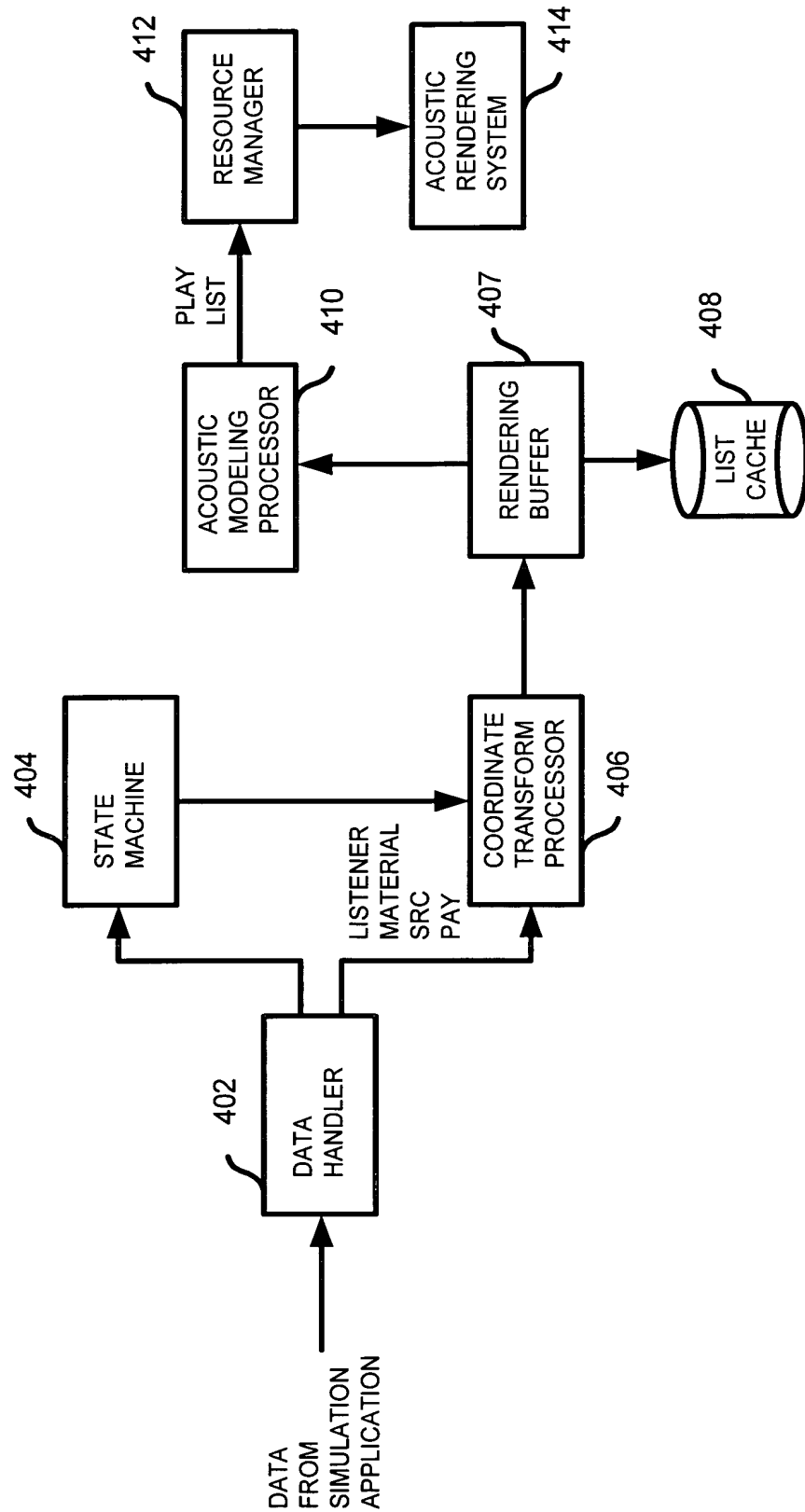


FIG. 4A

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LIST CALL
LIST BEGIN
POLYGON
POLYGON
ACOUSTIC MATERIAL TYPE
RENDERING MODE
TRANSFORMATION MATRIX
POLYGON
POLYGON

**FIG. 4B**

TAG
ACOUSTIC MATERIAL TYPE
RENDERING MODE
VERTICES
NORMAL
SUBFACE FLAG
SUBFACE FACTOR
RESIZING FACTOR

**FIG. 4C**

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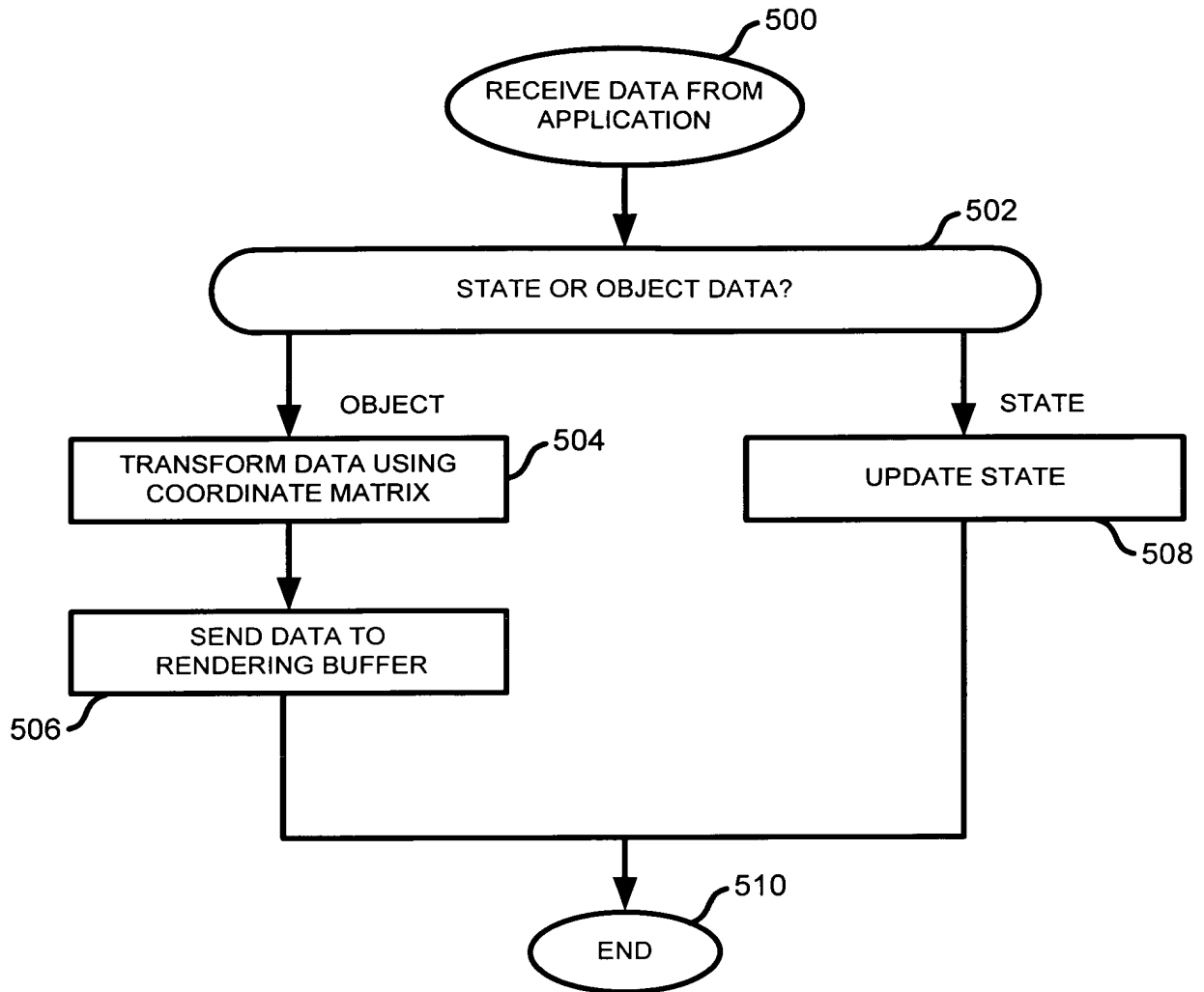


FIG. 5A

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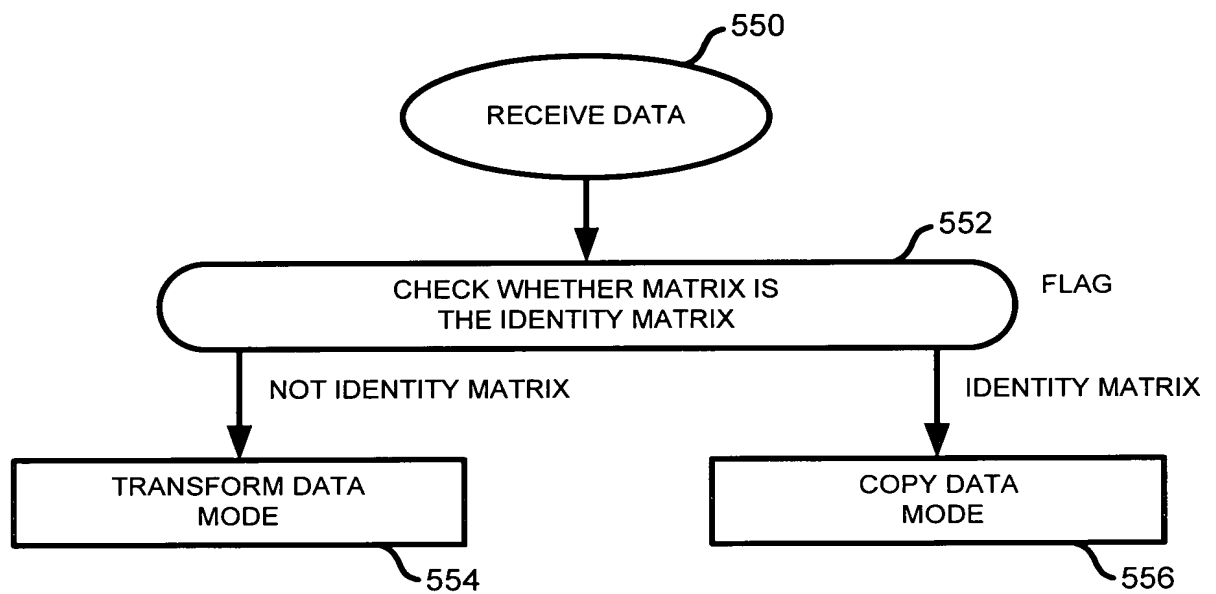


FIG. 5B

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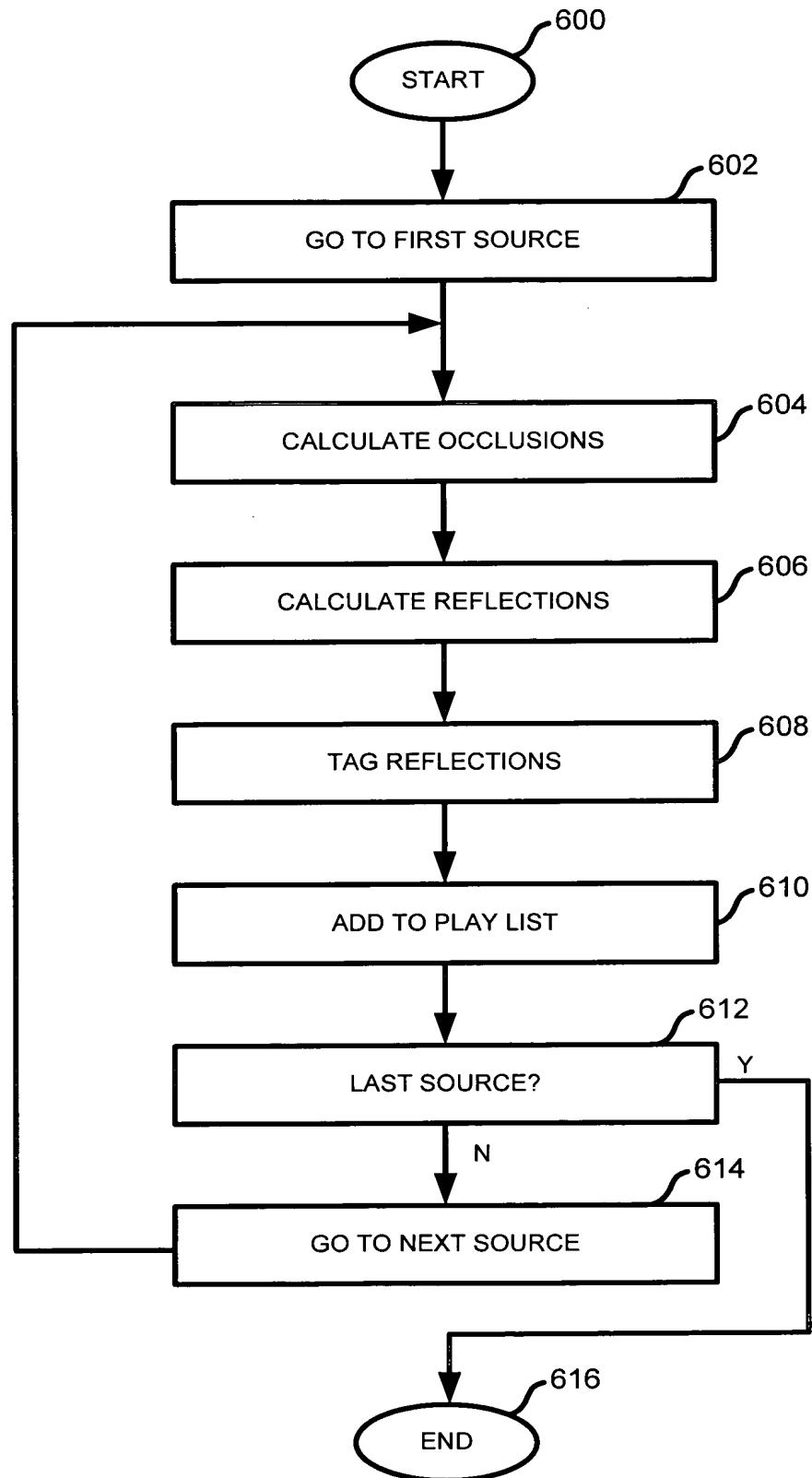


FIG. 6



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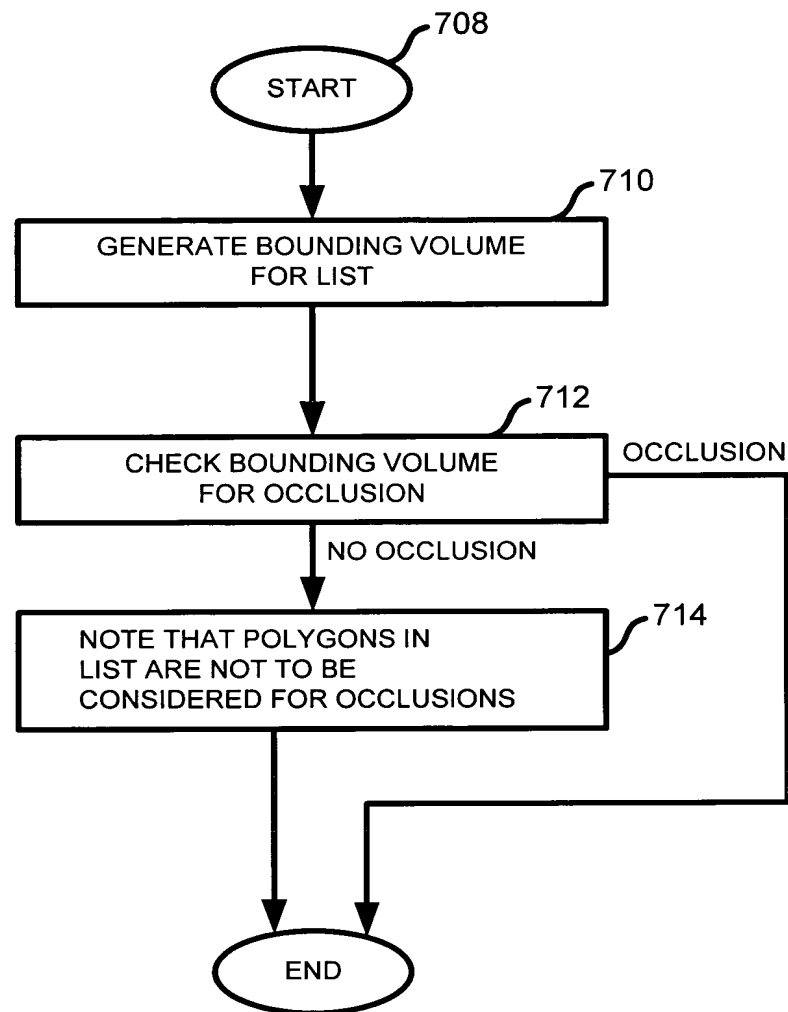


FIG. 7A

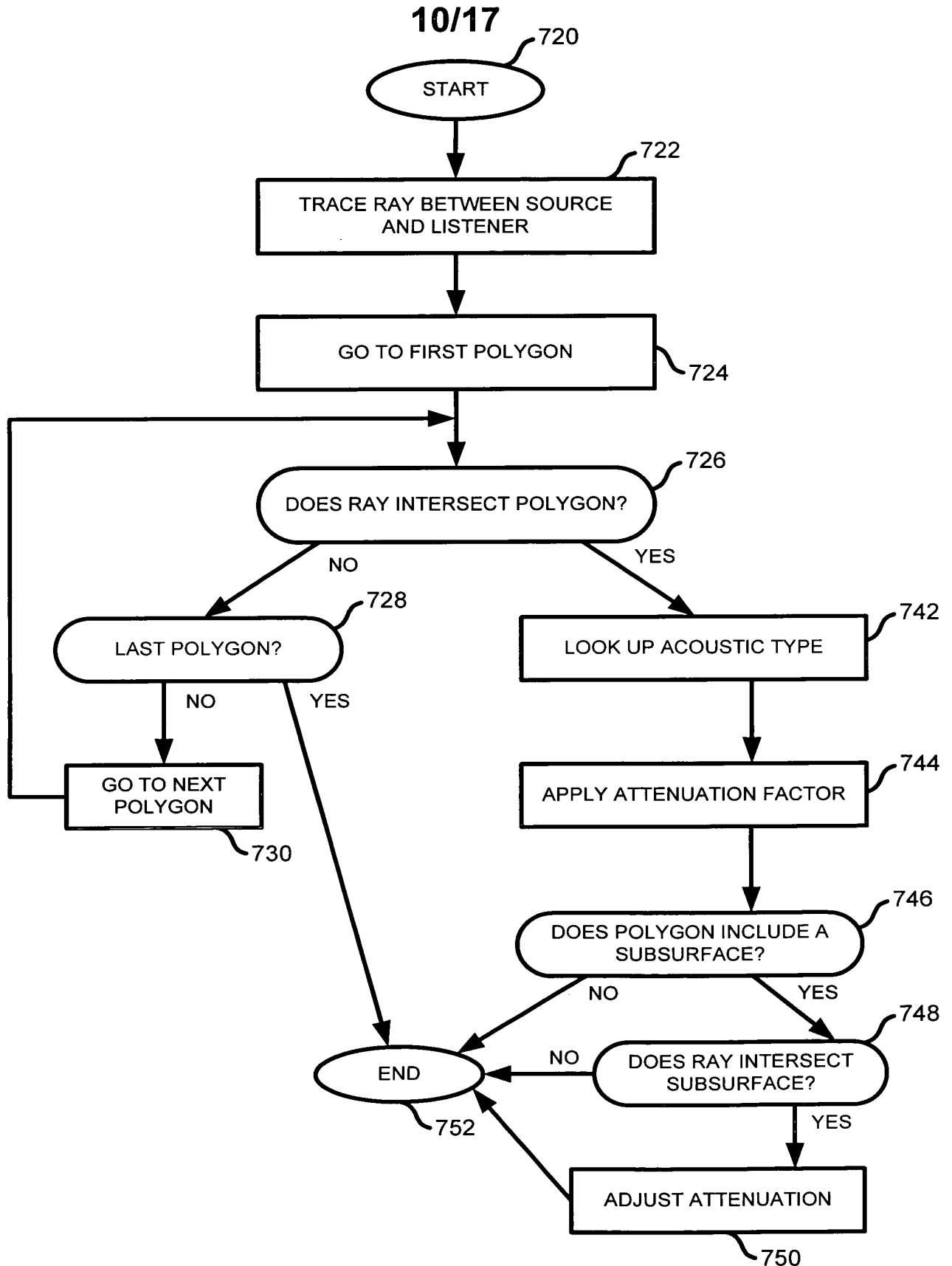


FIG. 7B

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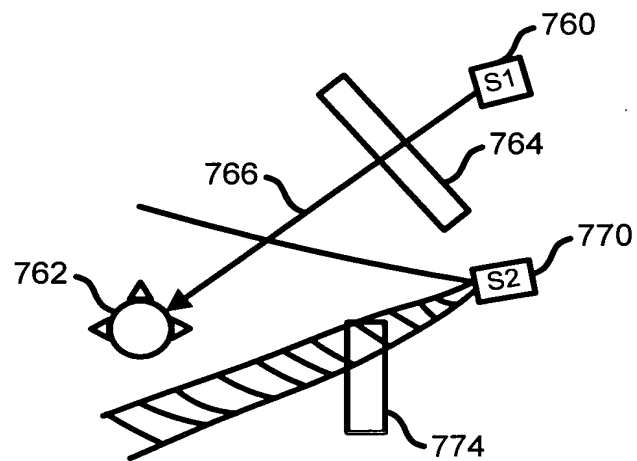
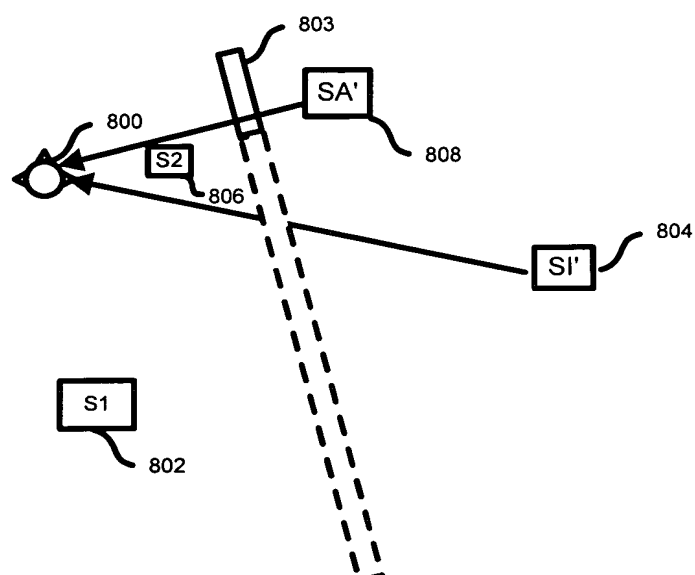


FIG. 7C



**FIG. 8A**

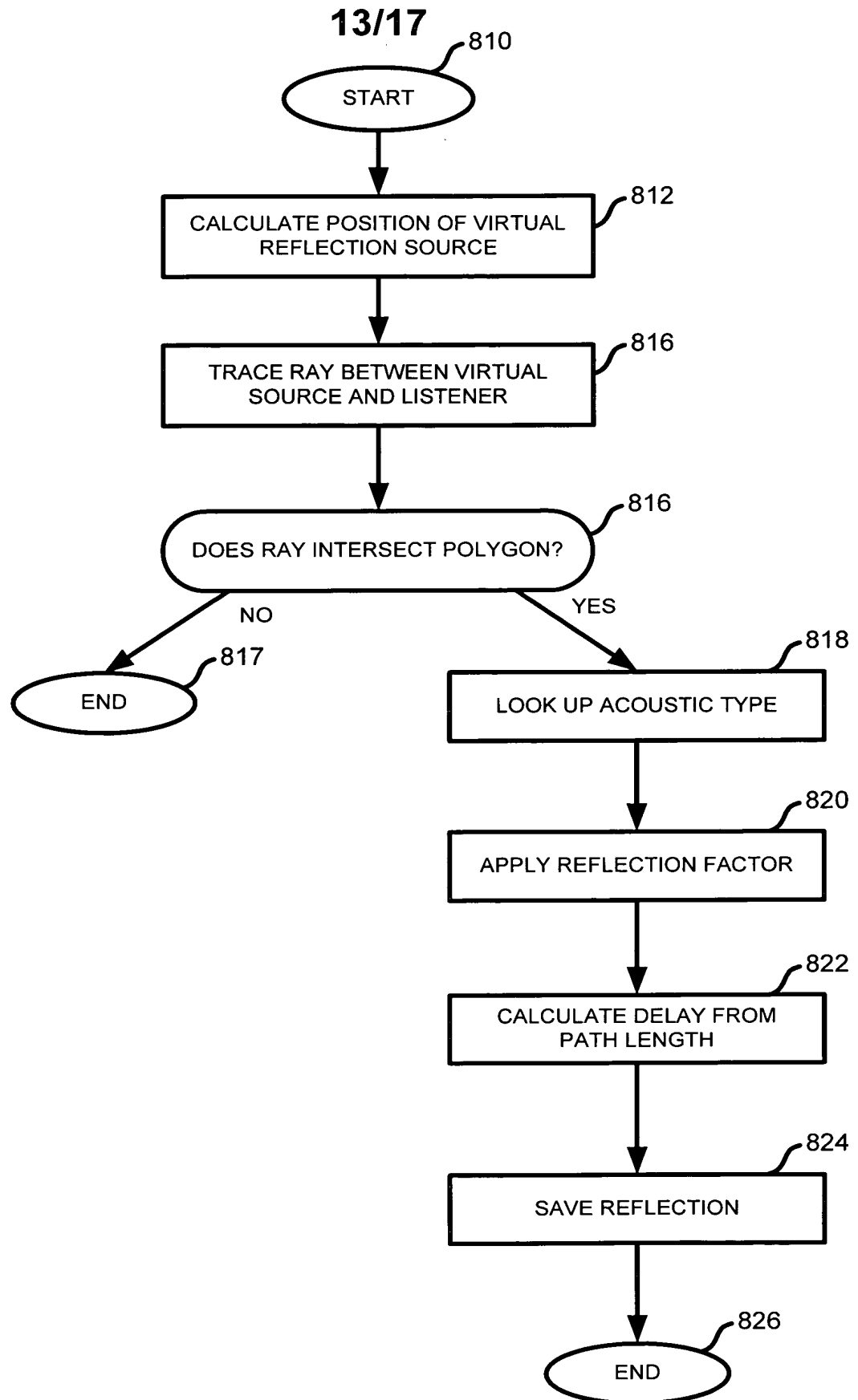


FIG. 8B

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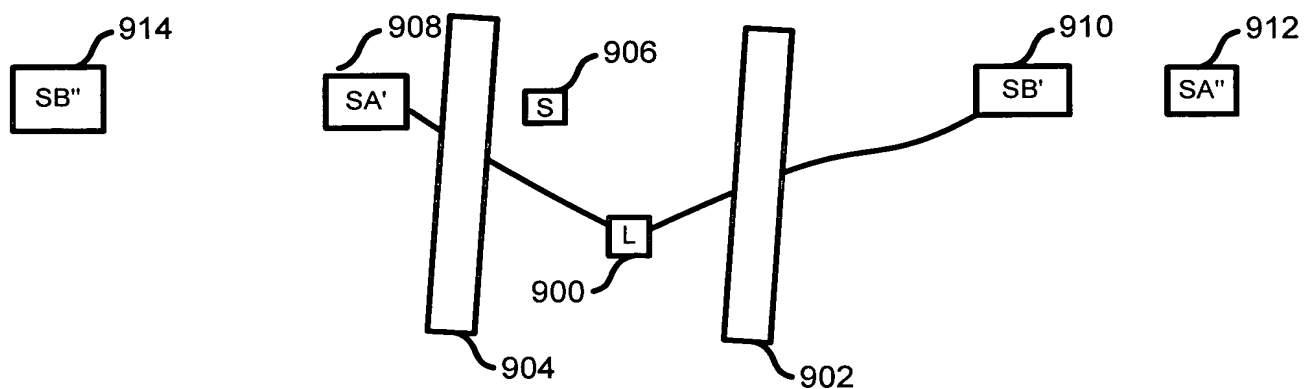


FIG. 9A

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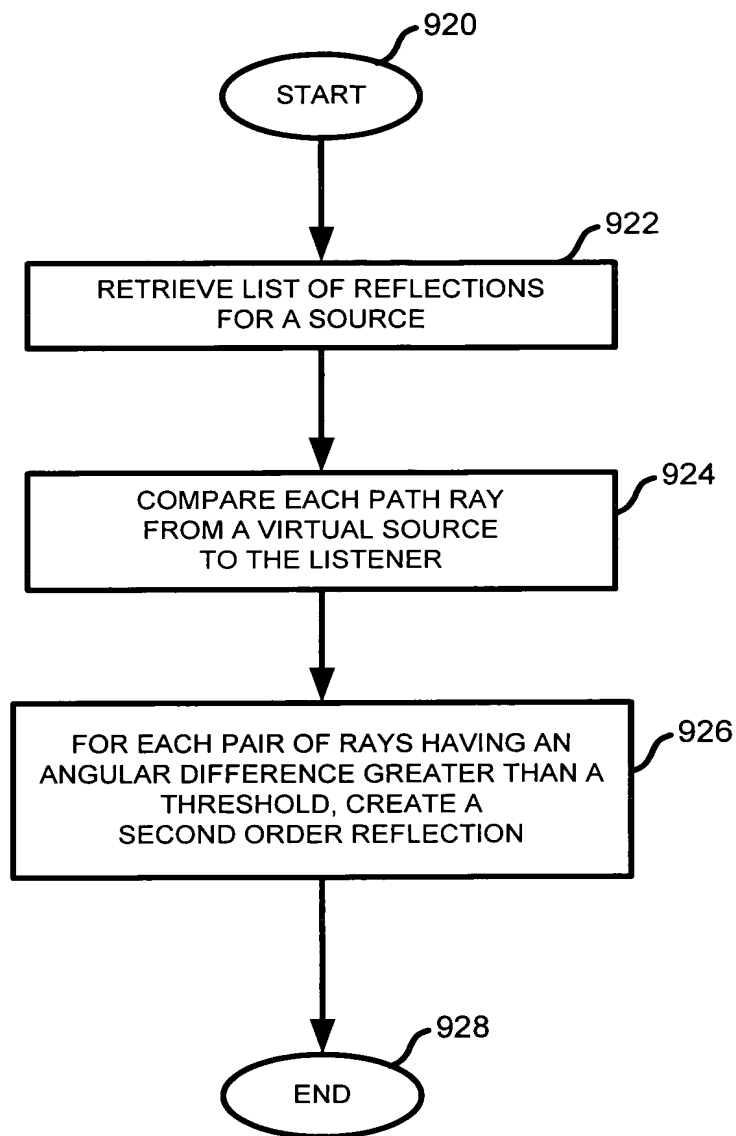


FIG. 9B

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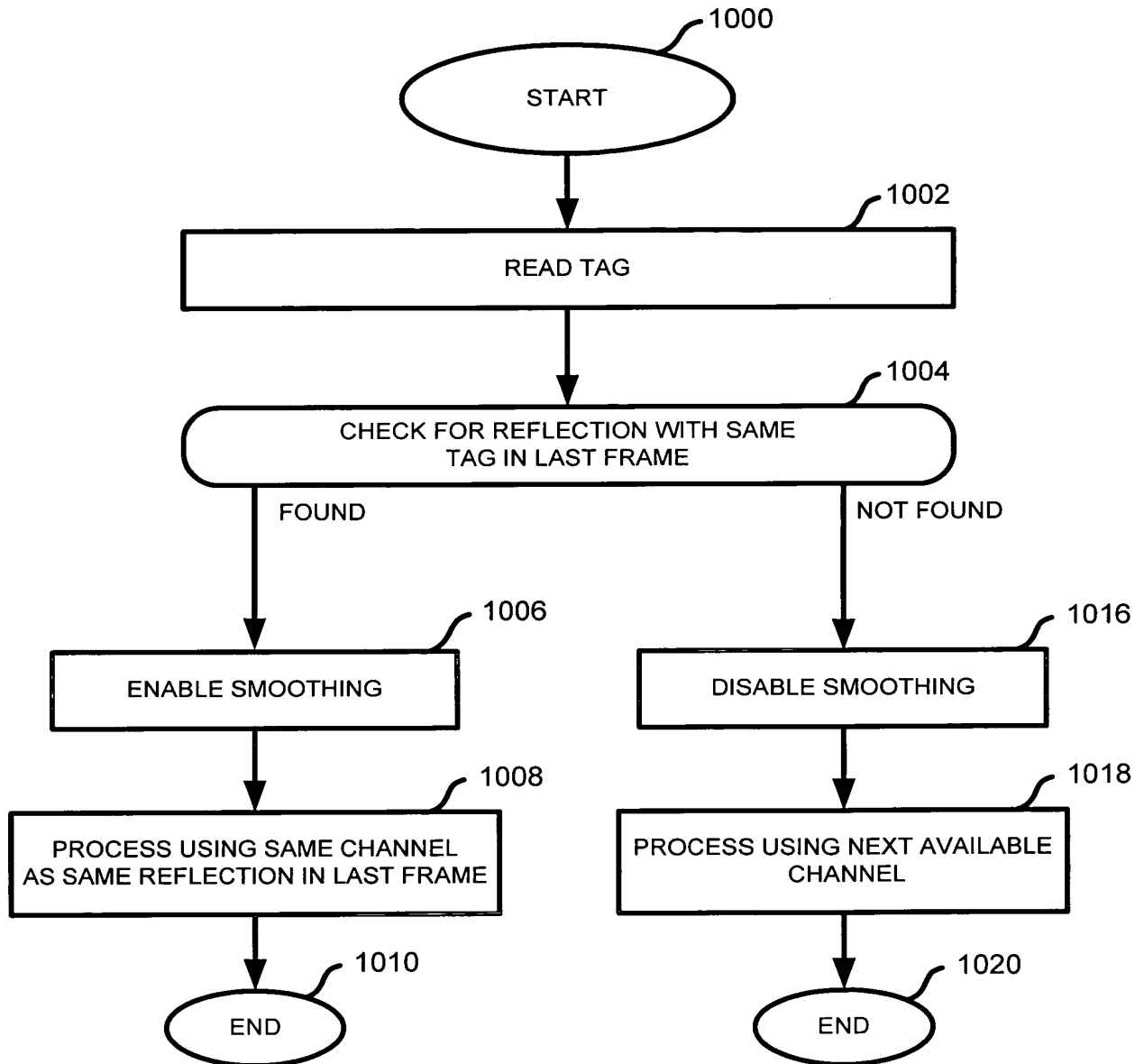


FIG. 10



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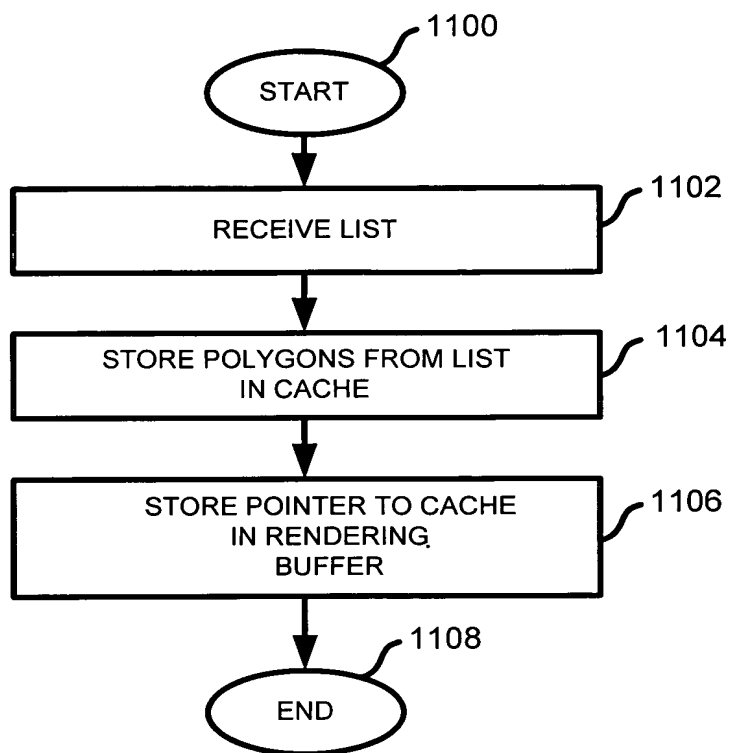


FIG. 11A

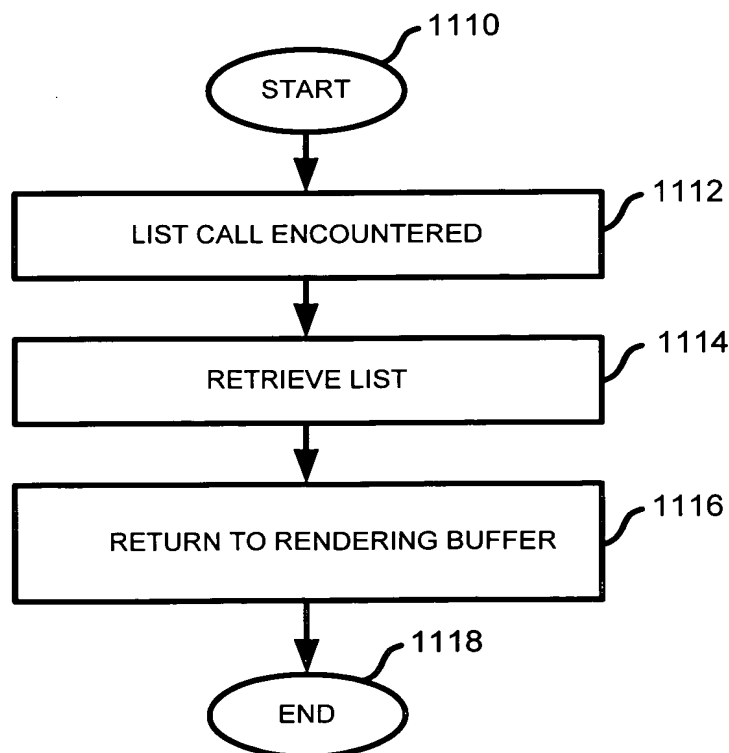


FIG. 11B